OUTRIDER SQUAD

M	T	SV	W	LD	OC
12"	6	3+	4	6+	2

AUFSTELLUNG

3-6x Outrider oder Outrider Sergeant oder Outrider w/ Plasma Pistol (90x52.5mm Oval Base)

Equipped with: Heavy Bolt Pistol, Twin bolt rifle, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Power weapon, Thunder Hammer

Wargear Options:

- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.
- Each Outrider Sergeant can replace its Chainsword with Power weapon or Thunder Hammer.
- Each Outrider Sergeant can replace its Heavy Bolt Pistol with Plasma pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Twin bolt rifle ASSAULT, RAPID FIRE 2, TWIN-LINKED	24"	2	2+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

ABILITIES

RULES - Close-quarters, Combat Doctrines

Full-throttle Assault

If this unit made a charge move this turn, this unit's:

- Thunder Hammer weapons have +1 to hit rolls and [SUSTAINED HITS 1].
- Other melee weapons have +1 D and [SUSTAINED HITS 1].

KEYWORDS: Mounted, Imperium, Outrider Squad, Explosives

FACTION: Adeptus Astartes **80–160 PTS**

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

WEAPON RULES

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.